NEXT WAR

Series Supplement #1

GMT Games

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CYBER WARFARE RULES

1.0 Introduction

For the most part, cyber warfare will take place in the shadows and behind the scenes, the very real possibility exists that some fleeting advantage can be gained when targeting enemy warfighting systems. These rules attempt to provide an abstract framework within which this electronic conflict can be gamed to affect the battlefield.

1.1 Overall Concept

Each nation involved in the conflict depicted by the particular game will receive a number of Cyber Warfare markers each game turn. During the game turn, at various points, players will be able to use the markers to affect things like Air Defense detection, combat, or the enemy's Cyber Warfare ability itself. These rules are intended to be used with the Advanced Game only.

1.2 Cyber Warfare Capability Markers

Each side receives all of its available Cyber Warfare Capability (CWC) markers at the beginning of the game. As the game progresses, markers may be temporarily or permanently eliminated. Each marker has two sides. The front side depicts the national flag of who owns the marker for easy recognition and to hide the values of the marker when it is played. The back side contains the Attack Value, Defense Value, and Survivability Value of the marker. As long as a nation has intervened with Supplies, Intel, and Special Operations Forces, it receives its CWC markers.

1.2.1 Available, Used, Eliminated

Players should use the Special Operations Forces boxes on the Game Information Display to hold their markers. Available markers should be placed in the owner's Available Box. If a marker is used and not Eliminated [1.6], place it in the Used box. If a marker does not survive after use, place it in the Eliminated box.

1.3 Play of Cyber Warfare Markers

In all cases, the Initiative or First Player always plays markers first. CWC markers can be played as follows:

1. Prior to the UN Resolution die roll [1.3.1]
2. Prior to the Electronic Detection Phase [1.3.2]
3. Prior to the Air Superiority Sortie Step [1.3.3]
4. Prior to the Naval Detection Step [1.3.4]
5. Prior to the First Strike Phase [1.3.5]
6. Prior to any Ground Combat die roll [1.3.6]
7. Prior to the Second Strike Phase [1.3.5]

The specific effects of each play are detailed as follows. A player may play one CWC marker at each opportunity by placing the marker face down in front of him. Any time that one player plays a CWC marker, the other player may immediately react to that by playing one of his own markers. The markers are then revealed and the attack resolved [1.4.1].

1.3.1 UN Resolution Die Roll

Either player may attempt to influence the result of the UN Resolution Die Roll. If the attack succeeds, the player may add or subtract 2 from the UN Resolution Die Roll this turn.

Design Note: *This represents manipulation of media sources and/or direct manipulation or disruption of the UN and voting mechanisms.*

1.3.2 Electronic Detection Phase

If the attack is successful, the attacking player may either cause his opponent to suffer a +2 DRM to all Electronic Detection attempts or receive a –2 DRM to all his attempts for this game turn.

Design Note: *This represents enhanced EW and/or direct access to or interference with communications.*

1.3.3 Air Superiority Sortie Step

If the attack is successful, after all Air Superiority air-to-air engagements are set, the attacking player may re-arrange three of them including breaking an engagement and avoiding combat.

Alternately, the attacker may enable his air units which are engaged with enemy Stealth air units to fire in Stand-off combat (but not Long Range combat).

In addition, regardless of the option chosen above, the attacking player may move the AWACs Advantage one space in his favor prior to placing units.

1.3.3.1 Alternate Air War Effects

If using the Alternate Advanced Air Game rules from this Supplement, move the AWACs Advantage as above, and, in addition, randomly remove three of your opponent's Package Markers from the Ready Draw.

Design Note: *This represents compromising and altering base operations records, orders, sortie assignments, etc.*

1.3.4 Naval Detection Step

If the attack is successful, the attacking player may either cause his opponent to suffer a +2 DRM to all Naval Detection attempts or receive a –2 DRM for his attempts for this step.

Design Note: *This represents compromising the secure network and satellite communications.*

1.3.5 First & Second Strike Phase

If the attack is successful, place the CWC marker on top of the opponents' Detection Track marker to show that the value is temporarily reduced by 2 until the end of the Strike Phase.

Design Note: *This represents compromising the ADF communications network.*

1.3.6 Ground Combat

If the attack is successful, shift the Combat Odds one column in the attacker's favor.

Design Note: *This represents compromising HQ communications networks and satellite communications.*

1.4 Cyber Warfare Capability Attack

After a marker is played as indicated above, the player conducts a CWC Attack by determining the Attack Value, making a die roll, which may have DRMs, and cross-referencing the result on the CWC Attack Table. The opponent can choose to oppose the attack [1.5] by playing his own CWC marker as well.

1.4.1 Determining Attack Value

To determine the Attack Value of the marker, use the Attack Value on the back side of the counter and subtract the Defense Value of the marker, if any, played by the opponent. This can result in a negative Attack Value.

1.4.2 Determine Die Roll Modifiers

Determine if any DRMs apply as indicated on the CWC Attack Table.

1.4.3 Resolve Attack

Cross-reference the column of the Attack Value with the appropriate type of attack to determine the target number on the CWC Attack Table. Roll a die. Modify the die roll as appropriate and compare it to the target number.

1.4.3.1 Determine Result

If the die roll is less than or equal to the target number, the attack is successful and provides the benefit listed above.

1.5 Cyber Warfare Defense

Whenever a player plays a CWC marker to conduct an attack, his opponent may also play one of his own markers to defend against that attack [1.4.1] using the Defense Value of the marker.

1.6 Survivability

Each CWC marker has a Survivability Value assigned to it. If a marker is used in an attack or as a defense, the owning player must, after the attack is resolved, roll a die and compare it to the marker's Survivability Value.

If the die roll is less than the Survivability Value, then the marker is placed in the owner's "Used" box.

If the die roll is exactly equal to the Survivability Value, the marker is placed on the Game Information Display one turn ahead, e.g. if it is GT4, then the marker would be placed in the 5 box.

If the die roll is greater than the Survivability Value, the marker is eliminated from play and will no longer be available.

Design Note: *Survivability represents the availability and continued existence of certain kinds of attacks and/or defenses against those attacks. As the nature of certain attacks shifts some become less capable and need to change tactics, so they become delayed. Some are permanently removed once countermeasures render them completely ineffective.*

1.6.1 Return to Play

If a marker was placed on the Game Information Display as described above, it returns to play (to the player's Available box) during the Reinforcement & Replacement Phase of that Game Turn, e.g., continuing from the above example, the marker would come back in the Reinforcement & Replacement Phase of GT5, and it would be available for use in GT6.

1.7 Reinforcements

During the Reinforcement & Replacement Phase, a player may spend 3 Supply Points to return an Eliminated CWC marker to the Available Box.

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# ALTERNATE ADVANCED GAME AIR SYSTEM

1.0 Introduction

The Advanced Game air rules in the *Next War* system allows players to achieve some satisfaction through the thrill of moving F-22s across the sky with zooming noises for Air Superiority or assigning A-10s to Combat Support and making little explosion noises. It doesn't, however, really capture the operational aspects of aerial warfare. Generally speaking, Strike and Combat Support missions, as represented in the game, would be composed of packages of mixed or even single aircraft rather than entire counters of the same type. That is, a particular strike package might actually be composed of two F-22s and two F-15s flying top cover/escort, while an F-16 Wild Weasel provides electronic warfare support for the four Strike Eagles tasked with dropping bombs. The next day's mission, against the same target, might be composed of two F-16s flying escort, no Wild Weasel, and three F-16s dropping Rockeyes. The point is that the current air system, while it models the effects through the mechanism of allocating a counter to conduct a Strike, doesn't really capture the essence of the operational air war. In addition, the player tends to know, or at least have a pretty good feel for, how much force is going to be applied for whatever purpose he envisions, whether it's a Strike against a Port or a Combat Support Mission. These rules are an alternate method of modeling that operational air war as well as streamlining the entire concept.

Design Note: *These rules are basically a cross between the Standard and Advanced air rules, but they place the player in the role of the theater command tasking his air boss to provide support without the omniscient ability to specify exactly how to do it and with which assets to accomplish it. The overall goal is to simplify the air game but retain the flavor.*

1.1 Package Markers

Each side in the game has a set of Package Markers (PM). These markers represent different packages or combinations of aircraft. Each counter contains a generic back side intended to facilitate random drawing and allocation. The other side of the counter contains the information required for determining Air Superiority or conducting Strike or Combat Support missions. In addition, each set of markers is divided into A & B types of packages. The A markers generally have better values than the B markers. Each side may receive a number of both types of markers per turn. The backs of the Allied counters have different colors; this has no effect on play and is provided for (no pun intended) color only.

Marker Type · *Air Defense Evasion Value* · *Combat Support Value* · *Strike Value*

Front   **Back**
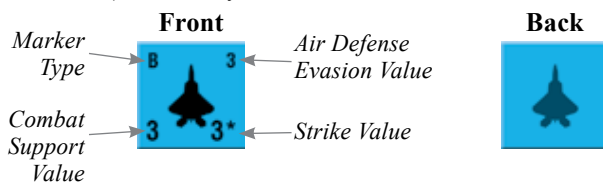
1.1.1 Marker Values

Marker Type – indicates whether the marker is an A or B marker.

Air Defense Evasion Value (ADEV) – used when determining the effects of Air Defense Fire [3.0].

Combat Support Value (CSV) – used to provide a DRM in ground combat [2.3].

Strike Value (SV) – used to conduct Strikes against various targets [2.2]. An * indicates that the PM may use Stand-off Strike.

1.2 Receiving Markers

During the Air/Naval Phase, each player will receive a variable number of both types of PMs, A and B.

1.2.1 Available Draw Containers

Each player should have two opaque containers to serve as their Available Draw. Place all of a side's Type A PMs in one container and their Type B PMs in the other.

1.2.2 Ready Draw Container

Each player should have another opaque container which will serve as the Ready Draw holding air assets for use within the turn.

1.2.3 Drawing Type A Markers

Each player makes a die roll and cross-references the result with the Game Turn on the Standard Game Air Point Chart. Ignore any DRMs.

To the points generated, add a number of PMs according to the following:

- Add one per CV or two per CVN on the map or Naval Display and not in Port.

If the player did not receive international (i.e., from the International Posture Matrix) intervention with air units, halve the final value (rounding up).

The player then randomly pulls that many counters from the Type A Available Draw [1.2.1] and places them in his Ready Draw [1.2.2].

1.2.4 Drawing Type B Markers

Each player makes another die roll and cross-references the result with the Game Turn on the Standard Game Air Point Chart and applies any Weather Effects. The player then randomly pulls that many counters from the Type B Available Draw [1.2.1] and places them in his Ready Draw [1.2.2].

1.2.5 Sortie Rate Reductions

From the Ready Draw, randomly remove the following:

- One for each Airbase Captured/Destroyed in the last turn or in this turn's First SOF Phase (per the marker on the Game Information Display).
- One for each Airbase/Airfield which currently has a Strike marker on it.

2.0 Using Package Markers

During the appropriate steps as indicated by the Sequence of Play (SOP), players may randomly allocate PMs from their Ready Draw. When a player is allowed to allocate multiple markers, he may inspect the values on the marker just pulled before deciding to allocate another.

2.1 Air Superiority

During the Air Superiority Resolution Step, using the Standard Game Air Superiority differences, establish the Air Superiority Level by comparing the number of each side's Package Markers drawn.

2.2 Strikes

During the appropriate step of the Strike Phase, the player may allocate one or two PMs from his Ready Draw to a Strike. Strikes are conducted using the SV of the PM(s). When conducting a Strike, the player may draw the PMs before indicating the target.

2.2.1 Naval Strikes

When the target is a Naval Unit, if the drawing player has a CV or CVN on the map and not in Port, he may designate the Strike PM(s) as a Naval Air Unit. He may do this once per CV/CVN per turn.

2.3 Combat Support Missions

During the appropriate step of ground combat, the attacker may allocate one or two PMs and the defender may allocate one PM to Combat Support from their respective Ready Draws. Use the CSV to determine the ground combat DRM.

2.4 Escort

A player may draw a PM from his Ready Draw as an Escort for Air Transport, Airborne Movement, or Airmobile Movement. Use half the ADE value (rounded up) to determine the Escort DRM up to a maximum of plus two.

2.5 Drawing Multiple PMs

When conducting a Strike or Combat Support mission, the player may draw PMs one at a time and assign them to the target or combat hex after seeing it. He must finish assigning PMs to a target/hex before assigning any to a new target/hex.

2.6 Victory Points

A side earns 2VP for each enemy PM eliminated.

3.0 Air Defense Fire (ADF)

The Air Defense Tracks and markers are not in play when using these rules. Use the following rules instead:

3.1 vs. Package Markers

When a PM is placed and revealed, the player rolls a die, applies any DRMs, and compares the result to the Air Defense Evasion value on the Package Marker. See the Air Defense Fire table on the Player Aid Card for results and modifiers.

3.2 vs. Other

Use the Standard Game rules for Air Defense Fire against units moving using Air Transport, Airborne Movement, or Airmobile Movement and against Attack Helicopters conducting Helicopter Strikes or Combat Support. If the target is within two hexes of an HQ, apply an additional –1 DRM.

4.0 Collateral Damage

When an Air or Air* result is obtained on the Collateral Damage Table against an Airbase/Airfield, the Striking player randomly removes one of his opponent's PMs from the game. Remove "Air" results from the Type B Available Draw. Remove "Air*" results from the Type A Available Draw.

5.0 Game Specific Rules

5.1 DPRK Losses

In addition to any Collateral Damage losses, remove one Type A and one Type B PM from the Available Draw at the end of every turn.

5.2 Supply Points

When using these rules, reduce each side's initially available Supply Points by 25% (round up) where applicable.

5.3 India-Pakistan

The US/RU/PRC are not considered to have intervened until the game turn that nation's air units are shown as a reinforcement.

5.4 Poland

Roll for Type A markers twice. Do not roll or draw for Type B markers. If there are not enough markers to fulfill from Type A, choose (do not randomly draw) Type B markers to make up the difference.

SUBMARINE MARKER RULES

1.0 Submarines

Submarines are modeled rather abstractly in the *Next War* Series, and the impact of the rising capabilities of the PRC forces and the U.S. submarine force especially is currently undervalued . Although some allowance is made for them in terms of the Submarine Threat and Anti-Submarine Warfare (ASW) Levels, this is a high-level abstraction and represents only a portion of their capabilities and usefulness for both sides. The following rules are a variant for modeling their use a little more explicitly in the Advanced Game for *NWT* and/or *NWK* (only). These rules replace the Submarine Threat and ASW Level rules; do not use or reference those rules except as noted below when playing Advanced Game scenarios.

1.1 Submarine Markers

Players receive Submarine markers both at start and as reinforcements during a scenario. These markers affect Sea Control, Sea Movement and Transport. Submarine markers have only one value on the counter, Survivability. This number is used in ASW Survival Checks [1.3] and in Anti-Surface Warfare [1.2.2]. Additionally, they may be marked with a Cruise Missile symbol [1.2.3].

Design Note: *Markers represent a focus of submarine activity not necessarily individual submarines. The names on the markers denote general classes of submarines..*

1.1.1 Receiving Markers

At the start of a scenario, the players randomly receive a number of Submarine markers as defined by the tables below. The Japanese/US (*NWK*/*NWT*) and PRC (*NWK*) markersare only received if that nation intervenes at Level two or higher. In addition, both sides receive all of their Dummy markers for nations with Submarine markers [1.4].

Exception: *In* Next War: Korea *or combined games, US markers are always received.*

1.1.2 Marker Placement

During scenario setup, players who begin with Submarine markers, starting with the Allied player, alternate randomly choosing and placing them face down. Markers are placed in At Sea Boxes within the normal placement restrictions [1.1.5]. A Submarine marker in an At Sea Box is considered to also be in and affect the associated In Shore Box and All-Sea hexes.

Exception: *There may be only one U.S. Submarine marker per At Sea Box during scenario setup.*

1.1.3 Moving Markers

In each Reinforcement and Replacement Phase, players alternate, starting with the non-Initiative Player, moving markers into any adjacent At Sea Box as desired within placement restrictions [1.1.5].

1.1.4 Mine Laying

During the Mine Laying step, a player may place or increase the density of one mine marker in any appropriate location containing a Submarine marker in the associated At Sea Box per game turn.

1.1.5 Reinforcements

Markers arriving as reinforcements are randomly drawn and placed as follows:

U.S.: Northern Approaches, Marianas, or Indian Ocean Holding Box (if playing *NWK* only, any At Sea Box)

Japan: Sea of Japan or Ryukyu Islands

Vietnam: South China Sea or Spratly Islands

PRC: South China Sea, East China Sea, or Taiwan Straits

Russia: Northern Approaches or Sea of Japan

1.1.6 Placement Restrictions

Certain nationalities have restrictions on where their markers can be placed and/or moved to as follows:

DPRK: East China Sea and Sea of Japan

Japan: East China Sea, Sea of Japan, Ryukyu Islands, Northern Approaches

ROC: Taiwan Straits

ROK: East China Sea and Sea of Japan

US/RU/PRC: No restriction.

Vietnam: South China Sea and Spratly Islands

1.2 Marker Effects

1.2.1 Sea Control& Movement/Transport

A revealed Submarine marker in an At Sea Box provides a +/–2 DRM in the player's favor for both Sea Control (the marker affects both the At Sea and In Shore Boxes) and Sea Movement or Transport. Only one marker may be used by each side to affect a die roll. Once revealed and assuming it survives, a marker may continue to be used to affect such rolls until the end of the turn. For Sea Control, the Initiative player chooses to reveal first; otherwise the moving player does so. Any Sea Movement or Transport conducted into an At Sea Box (or associated In Shore Box or All-Sea hex) with an enemy Submarine marker (revealed or not) is automatically a Contested Sea Movement, but the DRM only applies if the marker is revealed.

1.2.2 Anti-surface Warfare

An unrevealed Submarine marker in an At Sea Box may conduct one attack against a Detected enemy Naval Unit in the same At Sea Box (or associated Inshore Box or All-Sea hex) during the Naval Surface Combat Segment. The Strike is conducted using the marker's Survivability Value, halved (rounded down) as the Naval Strike value. Temporarily reveal the marker when conducting the attack.

1.2.3 Cruise Missile Attacks

An unrevealed Submarine marker with a Cruise Missile symbol may be used to launch a Cruise Missile attack at any valid target during each Strike Phase. Such Cruise Missile attacks do not use any Cruise Missile points. Temporarily reveal the marker when conducting the attack.

Design Note: *This is an abstraction which acknowledges that each marker represents several submarines operating in an area.*

1.2.4 Detection Modifier

A friendly Submarine marker may provide a –1 DRM when attempting to detect enemy Naval Units in the same At Sea Box (or associated Inshore Box or All-Sea hex). It may provide this DRM any number of times, but the Submarine marker may not be used for any other purpose until the following game turn. There is no ASW Survival Check for this activity. Rotate the marker 180° to indicate this. Do not reveal the marker. Dummies may provide this effect.

1.3 ASW Survival

Any time a Submarine marker is used to provide a DRM for Sea Control or Contested Sea Movement [1.2.1], conducts Anti-Surface Warfare [1.2.2], or conducts a Cruise Missile attack [1.2.3], it must undergo an ASW Survival Check as the enemy Naval Units and other ASW assets attempt to detect, localize, and sink the submarines in the area.

1.3.1 ASW Survival Check

The Submarine marker player rolls a die and cross-references the die roll with the Survivability number on the Submarine marker. If the roll is less than the number, the submarine successfully evades. The following DRMs apply to this roll:

+1   per enemy SAG/CV in the same At Sea Box (or associated Inshore Box or All-Sea hex) as the marker

+1   if marker was revealed (prior to the action causing this survival check)

+2   per enemy CVN in the same At Sea Box (or associated Inshore Box or All-Sea hex) as the marker

+1   enemy has Air Supremacy (applies only if target is in East China Sea, Taiwan Straits, and South China Sea or associated Inshore Box or All-Sea hexes)

+2   enemy has a Submarine marker in the same At Sea Box

+/–x   where "x" is the inverse of the enemy's Detection modifier in the At Sea Box

Play Note: *This last modifier means that a PRC Submarine marker making a Survival Check in the Northern Approaches would incur a "+2" DRM.*

1.3.2 ASW Results

If the modified roll is equal to the ASW Survival Value, the Submarine marker receives a Strike 1 marker. If it is more than the Value but less than double, it receives a Strike 2 marker. If it is double or more than the Value, the Submarine marker is Destroyed.

A Submarine marker which receives a Strike marker may immediately be placed in its nationality's Holding Box. ROC markers do not have a Holding Box; therefore, they may not "retreat" nor recover from Strike damage.

Exception: U.S. Submarine markers may be placed in the Japan Holding Box or the Indian Ocean Holding Box.

US/PRC/RU Submarine markers which receive a Destroyed result are placed on the Game Information Display three turns ahead and will enter as a reinforcement on that GT. All others are removed from the game. Destroying an enemy Submarine marker earns a player 3VP.

1.3.2.1 Strike Marker Recovery

Strike markers are reduced in the Holding Box during the Re-organization Phase: a Strike 2 becomes a Strike 1 and a Strike 1 is removed.

1.4 Dummy Markers

Unless otherwise specified, Dummy markers are placed exactly like Submarine markers. They have no game effects except to potentially obfuscate placement of Submarine markers to fool your opponent. Dummy markers may be moved like real Submarine markers following the rules above or simply picked up and placed in any At Sea Box during the Reinforcement Phase.

Optional: Dummy markers may be used to impact Naval Movement and/or Sea Transport. Reveal the marker, apply the DRM, then remove the marker from the map.

1.5 Submarine Marker Setup and Reinforcement Schedules

In all Scenarios, add the VN/RU Submarine markers during the Reinforcement Phase of the game turn that nation enters the war. If the scenario starts with VN/RU active, then place all their markers.

Unless otherwise specified below, a nation starts with all of its Submarine markers.

1.5.1 Strategic Surprise

	PRC*	U.S. (Level 2+)	Japan (Level 2+)
At Start	3	1	1
GT2	1		
GT3	1		
GT5		1	1
GT9		1	
GT11		2	
GT14		1	

1.5.2 Tactical Surprise

	PRC*	U.S. (Level 2+)	Japan (Level 2+)
At Start	4	2	1
GT3	1	1	1
GT6		1	
GT9		1	
GT12		1	

1.5.3 Extended Buildup

	PRC*	U.S. (Level 2+)	Japan (Level 2+)
At Start	4	3	2
GT4	1	2	
GT8		1	

* This is for *NWT*. For *NWK*, this only applies if the PRC intervenes at Level 2+."

OPTIONAL RULES

1.0 Naval Air Defense Umbrella

In the Series rules, naval units may only use their ADF values in two instances: (a) when they are the target of an attack, or (b) when they are in an Inshore Box and the target of an attack is in an associated Land Area. Although this works from a game perspective, it is an abstraction of the capabilities of the naval units contained within a Naval Unit counter. The following rules allow for a more nuanced approach of the uses for which a naval-based Air Defense umbrella can be put to use.

1.1 Naval ADF Umbrella

A Naval Unit in an All-Sea hex projects its Detection and SAM values in a radius which is equal to twice the value of the Detection and/or SAM value, respectively. Naval Unit AAA may only be used in defense of the Naval Unit itself.

Example: A US CVN, with Detection and SAM values of 8, can use both of those values out to a range of 16 hexes; a Naval Unit which falls into the "Other" category has a Detection value of 5 and a SAM value of 1 and can use its Detection value out to a range of 10 hexes, but can only use its SAM value out to a range of 2 hexes.

1.2 Land-based ADF and Naval ADF Interaction

A player may mix and match the values at his discretion, e.g., if his land-based ADF Detection track has been reduced to zero and an enemy Strike or Combat Support Mission is launched against a target which is within Detection range of a Naval Unit, the player can use the Naval Unit's ADF to attempt Detection. If the Strike is Detected, the player can, again, choose whether to use his land-based ADF SAM value or the Naval Unit's SAM value (assuming it has range to the target hex).

When using a Naval Unit's Detection value, the player may consider any result to be an "ED" result if, and only if, he intercepts with a Naval Air Unit. This supersedes the Early Detection rule in 17.1.4 #3.

1.3 Range Restrictions

When tracing range, the range must follow as direct a line as possible from the Naval Unit to the Air Units. Any non-U.S. Naval Unit may not trace it's Detection and/or SAM range directly through or along the hexside of a Mountain or High Mountain hex.

2.0 Stacking for U.S. BCTs

As per the exception stated in 8.1.1.1 Ground Unit Stacking, all the units of a particular Formation may stack in a non-Mountain/High Mountain hex with no penalty. As an additional option to that, players may stack any four U.S. BCTs, i.e., brigades, plus one U.S. HQ in such a hex with no penalty.

3.0 Air Defense Options [NWT]

Currently, the ADF Track is used both for any PRC Air Defenses present in Taiwan as well as for mainland China. The reality is that there are vast reserves of ADF capability within mainland China which are easily replaceable.

3.1 PRC Holding Box Air Defense Values

Consider the PRC Holding Box to have fixed Air Defense Fire values (like the other Holding Boxes on the Naval Display). The values are Detection: 7; SAMs: 7; AAA: 2. Use these values rather than the ADF Track values whenever a Strike is launched against the PRC Holding Box. The ADF Track may not be targeted until after the PRC lands in Taiwan.

3.1.1 ADF Suppression

During the SOF Phase and Strike Phases, a player can conduct Raids or Strikes against any Holding Box ADF values to suppress them. For Strikes, designate all the Holding Box targets normally, i.e., ADF Values or Installations. Conduct the Holding Box ADF Values Strikes first, and apply any results immediately as temporary reductions to the values during this turn. Players will need to devise a method of tracking the temporary reduction.

4.0 Ports as Targets

Treat Ports as Hardened Targets [23.4.3] for Air Strikes if the Port is not Targeted [20.2.3].

5.0 Low Odds Attacks

If, after netting out all combat shifts, the combat odds would be less than 1:3, then—for each unapplied shift—use a +1 DRM to the combat roll.

6.0 Patriots and S-300 SAM Batteries [Advanced]

This option provides supplemental counters and additional rules to those in *NWIP* for SAM Batteries when using the regular Advanced Game Air War rules. Players receive an appropriate battery counter whenever either air units or an HQ set up or arrive as a reinforcement, e.g., if the PRC starts with air units and one HQ, it receives two counters. The counter-mix is an absolute limit. SAM batteries are not considered ground units for any purpose. They must be placed and remain with either an HQ of the same nationality, at a friendly Airbase, or in a friendly Holding Box (for off-map Airbases). If the HQ is eliminated or the on-map Airbase is Destroyed or captured, remove the counter from the game. Off-map batteries are never removed. A counter removed from the game may be replaced by expending two Supply Points during the Reorganization Phase; these points count against the allowed points for repairing/increasing ADF Tracks [27.9.2]. If replaced, it must be placed as above.

Batteries provide Air Defense effects as follows:

Patriot: –3 DRM to Detection and SAM rolls within 5 hexes.
S-300: –2 DRM to Detection and SAM rolls within 10 hexes.

The path of hexes for the range must be traced in as straight a line as possible from the battery to the target, and it may not pass through a Mountain/High Mountain hex. Off-map batteries protect all off-map Airbases.

The Russian player receives S-400s. The S-300 is the export version of the S-400 which uses all S-300 rules.